

Pen Spinning Board of Directors (PBoD)

Pen Spinning World Tournament 2021

Official Rulebook

Rules, Standards, Schedule, and Criteria for Pen Spinning World  
Tournament

2021 Edition

(Revised August 2021)

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## **Introduction**

Thank you for taking the time and patience to look into the rulebook.

This rulebook is intended for readers to understand the rules of this Pen Spinning Tournament in laymen terms while keeping the important points that must be mentioned to ensure a quality experience for all parties involved.

The rulebook will mainly explain the following:

- Registration Requirements
- Registration Process
- Tournament System
- Judging
- Video Format
- Penalties

The time in this rulebook refer(s) to Pacific Daylight Time (UTC -7)

Pen Spinning Board of Directors (hereinafter PBoD)

# Section I: DEFINITIONS, ROLES, REQUIREMENTS

This section will define individuals and organizations that will be directly involved in the tournament, as well as their roles and required conditions. These definitions are defined by PBoD to set limits and conditions with the intent to avoid confusion throughout the tournament.

**Participants**, or more familiarly **spinners**, are individuals who compete directly in the tournament by submitting videos that he/she has filmed for the designated rounds.

To become a participant, you must:

- ⊕ NOT be a judge of this tournament.
- ⊕ Have the availability to film your pen spinning video during your whole participation period of the tournament.
- ⊕ Be able to submit your pen spinning videos in a timely manner by the due date. (Submission details will be mentioned later).
- ⊕ Be responsible enough to communicate with your manager when you are not able to fulfill your role.

**Managers** will be the individuals who will represent the community and manage the participant's video submissions throughout the whole tournament. Managers will be responsible to contact with the organizers whenever there is any confusion, or updates regarding the participants they will manage. Managers may also join as participant for this tournament but will need to be responsible with both roles throughout the tournament.

To become a community manager, you must:

- ⊕ NOT be a judge of this tournament.
- ⊕ Remind assigned participants when the due date for video submission is near, and report to organizers if participants might not be able to submit.
- ⊕ Be able to respond and communicate in a timely manner to organizers and participants during the tournament. \*

\*Given that this is a world tournament, English speakers are preferred for community managers, but not required.

**Judges** are individuals who will be members of the judging committee and evaluate video submissions and create results for each round by the due date.

To become a judge, you must:

- ⊕ NOT be a participant of this tournament.
- ⊕ NOT be a community manager of this tournament.
- ⊕ Have the availability to examine all video submissions and judge with the understanding of the criteria provided in this rulebook. (Mentioned in Section 4)
- ⊕ Be able to read, write and understand English for establishing results.

**Communities** are groups or organizations consisting of individuals having a particular characteristic in common such as their residence, native language, or time frame. In the context of the current pen spinning community, these include forums, social network groups which usually represent a country or groups that belong in near regions. Such communities for example include but not limited to, FPSB, JEB, TWPS, GPC, PSH.

PBoD recognizes communities that have longevity of activity and prestige which has been maintained by several generation of spinners.

PBoD also recognizes that communities without longevity and without participation in past international tournaments exist, as well as spinners who consider themselves members of multiple communities. However, due to the logistics of the tournament, participants must subscribe under one of the following:

// List of all communities and managers that they can contact for participating, including “community groups” like:

\* International English community (UPSB, The Workshop, Fenspinner...)

\* International Spanish community (SPSC, LSPSC, Club...)

\*More groups will be included when necessary.

## Section II: Registration and Spinner Selection

In this section, it will lay out the registration process of World Tournament 2021. It will mention where to register, and the information/preparation needed for registration.

### When and where to register

In this tournament, the registration process is planned to complete in **2-3 weeks** from announcing the rulebook. However, this process can be reduced to a simple exchange of conversation.

Every community\* must register in order to allow their spinners to participate. To register, you must send an email to [penspinningwt@gmail.com](mailto:penspinningwt@gmail.com) before **July 25<sup>th</sup>, 2021**. Registering through other means of communication is allowed as long as the contact is active throughout the tournament.

### Requirements for registration

Each community must have a tournament organizer. All official communication regarding the tournament will be directed to the contact person of each community. The contact person **must** understand English.

As the organizer for your community, you can send **up to 8 spinners** to participate in each tournament.

Disclaimer: Be prepared to remove one or more spinners from your lineup.

All slot allocations will be performed at the discretion of the PBoD and will evaluate the lineups in comparison the number of spots available.

We will try to accommodate every request. The total number of spots available for the tournament is **64**. If there are slots remaining, we will prioritize participants of communities who want to register more spinners but could not be due to the initial slot allocation.

If the participation count exceeds over 64 spinners and contains enough for a capacity of another tournament, we may organize another tournament at the same time. (Rules might change).

## Section III: Tournament

### A. Introduction

The World Tournament 2021 is a pen spinning event that starts in **August 2021** and will end in **December 2021**. WT21 will consist of **six (6)** rounds.

### B. Structure

The first two rounds (1st and 2nd) will be the **group stage**, where spinners will be placed fairly (look at D for details) in the 1st round, and the 2nd round groups will divide from the ranking of each spinner from the previous round. Top 4 from each group will advance to the next round.

For the 1st round, the spinners are divided into 8 groups, and for 2nd round, spinners will be divided into 4 groups.

The rankings of each spinner are compiled basis of the ranking that each judge gives to them. 1st = 1 point, 2nd = 2 points, 3rd = 3 points until 8th = 8 points. The spinner with lower point total gets the better ranking. And if the point total of at least 2 spinners are the same, the ranking will be decided by the vote counting.

Example: Spinner A is ranked 4th, 4th, and 6th from 3 judges, and spinner B is ranked 5th, 5th, and 4th. Both have the same point total as 14 points, but 2 out of 3 judges give spinner A better ranks so in this case, spinner A will get the higher rank than spinner B.

For the 3rd to 6th round, it will be a traditional 1v1 knockout battle. Which on 3rd round, spinners who get 1st and 2nd ranking will face against spinners who get 3rd and 4th ranking from 2nd round.

Round	Number of Spinners	Description	
1	64	Group stage, spinners ranked, top 4 proceed to round 2	
2	32	Group stage, spinners ranked, top 4 proceed to round 3	
3	16	Random Matched Knock Out Stage, 1v1 Match Up	
4	8	Knock Out Stage, 1v1 Match Up	
5	4	Knock Out Stage, 1v1 Match Up	
6	2(4)	Final Match	3 <sup>rd</sup> Place Match

### C. Match Format (Pen spinning videos)

#### a. Video format

- i. Videos should be between **9.00 and 24.00 seconds**. This time limit is enforced from the moment the first moment the first trick **begins** to the moment the last trick **ends**.
- ii. Videos should **NOT** be edited in a way that alters the spinning or changes the overall appearance of the combo (i.e. cut, segments restrung).
- iii. Video files are recommended to be titled under the following format  
[**spinner name\_community name\_round number\_group name**(or  
vs.**opponent name**)]
- iv. If participants do not have the capacity to his/her video file due to technical difficulties, please ask your manager to hand the technicalities or email [penspinningwt@gmail.com](mailto:penspinningwt@gmail.com).

#### b. Video submissions

- i. Once spinners are ready for submissions, spinners are **REQUIRED** to submit their videos on Google Forms which will be prepared by the organizers. The forms will have a time limit until the due date and will be closed once the deadline has past. Spinners who do not submit his/her video through the Google Form will be recognized as 'not submitted' and will receive penalties.
- ii. Spinners who have not submitted in time may submit their videos through the tournament email which is [penspinningwt@gmail.com](mailto:penspinningwt@gmail.com). Make sure you put your spinner name and your video file in the mail for confirmation.
- iii. Once the videos are submitted, the videos will be uploaded through the YouTube channel.

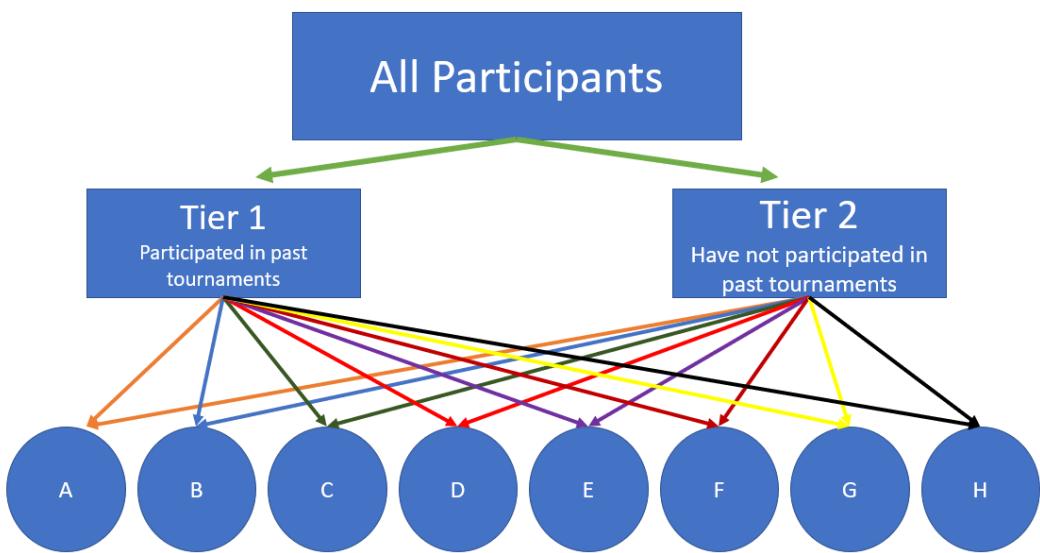
c. Regarding filming period (with background)

- i. In past world tournaments, there has been restrictions of when the spinner could film his/her submission per round. This has reportedly caused spinners to put immensely long hours into filming within a short time span, causing burden for participants. This also prevents spinners from showing their full potential due to limited time span.
- ii. PBoD recognizes that many participants have limited time to indulge into filming and does not wish to discourage spinners to join the tournament for this reason. Therefore, for WT21, spinners will be allowed to 'prefilm' their submissions throughout the tournament.
  - ❖ For example, if spinners have finished filming for round 1, they are allowed to film for future rounds consecutively and submit that video for the round.
- iii. However, as a condition, these submissions must be unreleased material. If, by any case, the submission is found to be released material in the past (such as past collaboration videos and tournament videos, there will be penalties given).

#### D. Layered randomization

In past tournaments, there has been raising concerns over the flaws of random-number-generating seeding (hereinafter RNG). This has initiated from the case where all experienced participants have been concentrated in one group which creates a gap between the level of spinning for each group.

To prevent this from happening, for this tournament, participants will initially be separated into two tiers\*: those who have participated in world tournaments in the past and those that have not. Then the two tiers will each be randomly placed into 8 groups simultaneously. The diagram below is the visualization of this process.



For this reason, PBoD will screen all participants on whether he/she has participated in past tournaments but will also ask managers to inquire whether the participants about the matter.

This will allow an equal distribution of spinning level throughout 1<sup>st</sup> round, but it may also allow fluctuations of participant numbers in each group.

## Section IV: Judging

### A. Judges

Judges for this tournament will be picked by PBoD but will also distribute registration forms for those who want to judge for WT21. Refer to social media, website of PBoD (launch planned later), or your community manager.

After registration and scouting, the judges will be prescreened and assessed by the WT Committee for competency. Factors such as skill level, general PS knowledge, years of activity and judging experience will be considered during the approval process.

There are expectations for the judges to follow a strict format.

1. The judges are **REQUIRED** to include comments along with their scores. The rationale is that competitors need qualitative assurance that the judges are taking ample time to review their combos. Feedback and constructive criticism is also important. Comments should be no shorter than 140 characters. English is strongly preferred, but you may write in your native language if you feel you can better explain yourself that way.
2. The judges are **REQUIRED** to follow the scoring distribution format. See the Criteria section.
3. The judges are encouraged to collaborate and discuss the WT combos together. The organizer will set up a platform for the judges to communicate with each other.
4. The judges are **REQUIRED** to submit their scores to the organizer in a timely manner.
5. Judges who fail to abide by the rules will be subject to dismissal and replacement.

## B. Criteria

Combos in WT21 will be evaluated based in 5 criteria, with up to 40 points being awarded to each combo.

- Execution (12 points), which has 3 sub-criteria:
  - Control (5 points)
  - Refinement (4 points)
  - Tempo (3 points)
- Difficulty (10 points)
- Originality (10 points)
- Effectiveness (8 points), which has 3 sub-criteria:
  - Integration (3 points)
  - Density (3 points)
  - Effect (2 points)
- Presentation (up to 2 points can be deducted)

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### **Execution (12 points)**

The execution refers to the smoothness and control of the entire combo, as well as its pace and flow. quality of the tricks executed. Execution is divided into 3 sub-criteria:

#### → Control (5 points):

*Are there errors in hand movement, are charge rotations circular, is pen in correct position for the tricks shown? (e.g. for Palmdown Arounds, the hand should not move up and down excessively in a way that detracts from the impression the combo gives, the pen should rotate at a proper angle, etc)*

Range of points (for suggestions)

0-2 points: Various major/minor errors

2-3 points: Some minor errors or one major error

4-5 points: Few minor errors to exemplary control with no noticeable errors

Example video of good control but average refinement combo: Supawit FS54

<https://www.youtube.com/watch?v=uO3DmxAciTE>

Example video of the combo that has hand movement which is mostly beneficial in creating effect: ennis WT17 R1

<https://www.youtube.com/watch?v=SfZ2Q5jAE7k>

### → Refinement (4 points)

*Is the spinner aware of his finger positioning, finger movements, plane of rotation of the pen and other smaller details to enhance their combo?*

Range of points (for suggestions)

- 0-1 points: The spinner is mostly unaware of these factors and he is just able to execute the breakdown.
- 1.5-2 points: Some care has been put into enhancing the material (e.g. straight fingers, circular motions...) but it's not consistent or it's very basic
- 2.5-4 points: There has been a clear effort put into enhancing the material, which is consistent throughout the combo.

Example video of the combo with good refinement: eban JapEn 10th

<https://www.youtube.com/watch?v=QePji05iyQU>

### → Tempo (3 points)

*A combo with good tempo doesn't mean that the speed is totally consistent throughout, but that the spinner is aware of how the speed and acceleration influences their material. Does the spinner display mastery over the speed/acceleration? Has it been used to emphasize certain parts of the combo?*

Range of points (for suggestions)

0-1.5 points: maintains stable uniform speed while the level of material is low-average.

2 points: stable uniform speed with high level of material, and/or speed adds to the impression given by the combo

2.5 or 3 points: extremely uniform speed (For example:

Area <https://www.youtube.com/watch?v=N5-KqMBiytw>

or very precise control over the acceleration and speed changes

(For example: Mesi Pearls 4th

<https://www.youtube.com/watch?v=nbxnOvC86mg> )

## Difficulty (10 points)

*How hard is the material? Does the material allow small or large margin of error in performing it? Would it take practicing a long time for another spinner to do the material? Does the combo consist of a sequence of consistently difficult material, or does it have some parts which are significantly easier for recovery? Do the finger slots chosen, and variations used increase difficulty dramatically in a subtle way? How does the combo's difficulty compare with other combos in the current tournament and in past events?*

**Remark #1** – Material based on inborn traits (for example, flexibility in fingercross) will not be awarded high points unless a similarly flexible person would find it hard to do the material too.

**Remark #2** – The usage of suboptimal mods (mods which are unbalanced, or that are too light or short for the tricks shown) will not contribute to the difficulty score.

Range of points (for suggestions)

0-2.5 points: The difficulty of the combo isn't up to World Tournament standards.

3-4.5 points: There are some remarkable tricks or sequences during the combo, while the rest is average.

5-6.5 points: The combo is on expected level of difficulty for a World Tournament by 2021 standards.

7-8.5 points: The combo is significantly harder than expected difficulty.

9-10 points: The combo expands the boundaries of worldwide perception of spinning skill level.

## Originality (10 points)

*How unusual or innovative the material shown is. Does the combo use ideas that are widespread, does it show different applications of existing tricks?*

**Remark #1** – Recycling material from previous major videos (e.g. within this tournament or from other tournaments, from high-end collaborations) will grant lower originality scores.

**Remark #2** – The usage of tricks, concepts or trick categories that have been overused, or 'meta' tricks in basic slots linked in same way other people have used them will not grant high originality scores. Meta tricks are those who are widespread during a certain period, while still being highly regarded by the public. For example, in 2011, Rex trick and Swivels were meta. In 2018, thumbcross around reverse, basic

fingercross arounds, levers, fxxk variations were meta. In 2020, basic cardioid arounds, PD Fl arounds were meta.

**Remark #3** – Using ideas without giving much thought to how they fit within the rest of the combo's material, just because the ideas are unusual, will not get very high scores. Alternatively, finding unusual ways to apply common tricks will score well. Depending on the degree to which the spinner is able to do it, combos which focus solely on variations of one trick family or other themes well may also raise the originality scores (for example, Menowa for Japan cup finals 2018

<https://www.youtube.com/watch?v=FHV1Nyrx2gl>)

Range of points (for suggestions)

0-2.5 points: Most of the combo consists on overused tricks or linkages.

3-4.5 points: The combo contains some variations that were used by a fair number of other spinners, or by that spinner, in previous combos, but also some fairly unusual tricks.

5-6.5 points: The combo has various interesting tricks, linkages or theme, but without being completely new.

7-8.5 points: Several linkages or variations in the combo are used in unusual ways, that hardly anyone else has done before, or were done just by a few people outside any major tournaments or collaboration videos.

9-10 points: The combo is either composed of entirely new tricks or concepts and/or the theme hasn't been explored to that degree before.

## Effectiveness (8 points)

### → Integration (3 points)

Have the tricks and linkages been applied effectively with some aim in mind? Does the combo feel like it is coherent, or does it feel like it's made from random ideas that do not go well together?

Example of a combo with poor integration: GSL WC14 R5

<https://www.youtube.com/watch?v=p2vvCVyn7UA>

Example of a combo with good integration: Menowa\* Lura 2nd

<https://www.youtube.com/watch?v=zmc6AcqaC1s>

Example of a combo with good integration and good refinement: Noel JapEn 12th TM

<https://www.youtube.com/watch?v=Wz7fJLSiZk&t=45s>

### → Density (3 points)

Does each part of the combo have a purpose in showing material? Is there filler? Are there unnecessary repeated tricks or linkages?

Example video of the combo with poor density: A13x WT13 R2

<https://www.youtube.com/watch?v=S27PZKzdTGM>

Example video of the combo with good density: zarne GPL R10

<https://www.youtube.com/watch?v=9nh5tpQSL0k>

### → Effect (2 points)

*Do you think that the spinner tried to convey a particular visual effect? Does the impression given by the combo correspond to what you think that the spinner wanted to convey? Could the material have been performed or arranged in a better way to achieve that impression? Did the combo leave a lasting impact on you? Was the combo boring because it was too similar to other combos you saw before?*

Example video of the combo with good effect with good integration: Mesi All Highlight

<https://www.youtube.com/watch?v=J4VwP8c4TIU>

Example video of the combo with good effect with good tempo: hash JapEn 8th

<https://www.youtube.com/watch?v=btHHTGlc8LA>

Example video of the combo with good effect with good control but average refinement: Spinnerpeem WC10 finals

<https://www.youtube.com/watch?v=v9rShM1Y2Rw>

Example video of the combo with good effect but average control and average refinement: kzzn JapEn 10th <https://www.youtube.com/watch?v=AUEhb-i58X0>

## **Presentation (penalty of up to -2 points)**

*Does the video show the combo clearly? Is the angle chosen suitable for the material shown? Keep in mind that not all participants can afford, or are in a situation where they can have a perfect setup.*

Range of points (for suggestions)

No point deduction: If there is only one minor issue and combo is still easily watchable, there should be no deduction. For example, if the spinner's keyboard is bright and colorful, or their nose is in-frame for a few seconds, or if the background isn't perfectly clean.

-0.5 points: several minor flaws, e.g. pen passes over border of table in background and exposure is not ideal, or one moderate flaw: exposure is bad or the frames per second (FPS) of the video are different from 30 or 60 and thus don't show correctly on youtube (<https://www.youtube.com/watch?v=RqxWRitjUIM>)

-1.0 points: more than one moderate flaws

-1.5 or 2 points: presentation makes the video difficult to watch and understand, e.g. very dark or rotated

## **C. For cases of the occurrence of ties in a match**

In such a 1v1 match, we can just count which one was given the win more times by the judges. There could be a tie (for example, if the number of judges is even, or if it's odd but one doesn't send). In that case, the tiebreakers are:

**1st tiebreaker:** Exclude wins given by judges from the same country.

**2nd tiebreaker:** The points given to each combo by each judge are added. The combo which got more points wins.

**3rd tiebreaker:** Judges will deliberate and vote to solve the tie.

## **D. Compiling Results**

Each judge must send their results to the organizer via email or other social media tools for compiling.

For the 1st round, each judge may provide only a ranked list of all 8 spinners in each group and highlight the top 4. This is another reminder that the judges must include comments for every spinner. For 2nd and 3rd round, judges must give the score for every spinner too, and the ranking of each spinner will be decided based on the score of each judge.

For the knockout rounds (4th round and beyond), each judge must submit their vote for the winner of each match they are evaluating supplemented by the scores and comments.

The winner of each match is the competitor who has collected the most votes. In case of tie, we count the sum of points given by the judges.

The votes from every judge will be revealed publicly.

## Section IV: Others

### A. Penalty

Due to the professional nature of this competition, penalties will be enacted to ensure the quality of the tournament. Both spinners and judges of each community are expected to abide by the rules and regulations.

There will be a **three (3) strike system**. A violation from either a judge or a spinner will count as **one (1)** strike.

The following is a list of violations:

Participants:

1. Unpardoned late submissions; opponent may waive the penalty if done in a timely manner
2. Cheating; this will result in automatic disqualification
3. Unpardoned time limit violation
4. Obvious trolling; it ruins the professionalism and integrity of the event

Judges:

1. Late Results
2. Incorrect scoring format

If a community earns 3 strikes, they will be reviewed after the tournament by the PBoD committee. The committee may decide to administer a yearlong community ban from world events, ban specific spinners for their misconduct from the next world events, or reduce the number of spots the community can request for the next WT.

Hopefully none of this will happen. Just follow the rules and stay positive!

### B. Tentative Schedule

Each round, spinners will have **2 weeks** to film their videos, and judges will have **1 week** to submit the result. Therefore, it will take **3 weeks** for each round.

Deadlines are **subject to changes** and will be announced on the official website and social media account.

### C. Ownership of submitted videos

Regarding the submission of the videos from participants mentioned in Section III. C (b), by submitting your video, you license your submission to the public under a CC BY-NC license.

<https://creativecommons.org/licenses/by-nc/4.0/>

#### You are free to:

Share — copy and redistribute the material in any medium or format  
Adapt — remix, transform, and build upon the material

The licensor cannot revoke these freedoms as long as you follow the license terms.

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